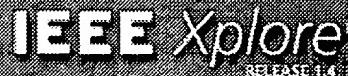


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Industrial Electronics, 2002. ISIE 2002. Proceedings of the 2002 IEEE International Symposium on , Volume: 1 , 2002

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. p. 39 **Adaptive #Scaling** .

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(1a) re-shift (1b) 1c) 2.3 Meaning of **Adaptive Scaling** During the transform of one arbitrarily

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[Context-Sensitive Measurement of Word Distance by Adaptive.. - Hideki Kozima \(1995\) \(Correct\) \(1 citation\)](#)

Measurement of Word Distance by **Adaptive Scaling** of a Semantic Space Hideki Kozima and Akira

between words. The distance is computed by **adaptive scaling** of a semantic space. In the semantic space, to forming clusters. 3.2 **Adaptive Scaling** **Adaptive scaling** of the semantic space provides a

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effective block formatting algorithm and an **adaptive scaling** factor. This scheme emphasises on the block the set of integers and Si is the proposed **adaptive scaling** factor. The process is illustrated in Fig. 1

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noise while preserving image structure. An **adaptive scaling** parameter increases the speed of the experimentally that a good choice for an **adaptive scaling** function is A 2 t) 1=L(t)as this

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is therefore that composition permits an **adaptive scaling-up** in the mechanism of adaptation.

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that a relatively simple algorithm based on **adaptive scaling** and classification within the {1, 0, 1}
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test cepstral vector, \mathbf{l}_{opt} is the optimal **adaptive scaling** factor, \mathbf{i} is the mean vector of state i , \mathbf{C}
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Adaptive scale filtering: a general method for obtaining shape from texture

- **Stone, J.V. Isard, S.D.**

Sch. of Biol. Sci., Sussex Univ., Brighton, UK

This paper appears in: Pattern Analysis and Machine Intelligence, IEEE

Transactions on

On page(s): 713 - 718

July 1995

Volume: 17 Issue: 7

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Abstract:

Introduces adaptive scale filtering, a general method for deriving shape from texture under perspective projection without recourse to prior segmentation of the image into geometric texture elements (texels), and without thresholding of filtered images. If texels on a given surface can be identified in an image then the orientation of that surface can be obtained. However, there is no general characterization of texels for arbitrary textures. Furthermore, even if the size and shape of texels on the surface is invariant with regard to position, perspective projection ensures that the size and shape of the corresponding image texels vary by orders of magnitude. Commencing with an initial set $F_{\text{sub } O}$ of identical image filters, adaptive scale filtering iteratively derives a set $F_{\text{sub } N}$ which contains a unique filter for each image position. Each element of $F_{\text{sub } N}$ is tuned to the three-dimensional structure of the surface; that is, all image filters in $F_{\text{sub } N}$ back-project to an identical shape and size on the surface. Thus image texels of various sizes, but associated with a single spatial scale on the surface, can be identified in different parts of the image. When combined with conventional shape from texture methods, edges derived using $F_{\text{sub } N}$ provide accurate estimates of surface orientation. Results for planar surfaces are presented.

Index Terms:

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shape from texture perspective projection image texels image filters
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